SNS-AR-USA

ActRaiser™ 2

INSTRUCTION BOOKLET

ENIX AMERICA CORPORATION
2679 151st Place NE, Redmond, WA 98052-5522
Game Counseling Line (206) 861-4927

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ENIX

SUPER NINTENDO

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ActRaiser 2™

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PROLOGUE

Defeated, TANZRA lies upon the ground in front of you. As he tries to breathe, the air seems to escape his body in shallow, short gasps.

His demons, themselves defeated, can only watch as their fallen lord struggles for life. Finally, the chest of their leader rises no more.

From underneath the mist rise large, dark, hooded figures. These are the demons which even you have only heard about, the CHOSEN 13, TANZRA's mightiest demons. With great care, these demons transport their king back to the underworld from which they came.

Because of your victory in this great battle, people have been able to live in peace for several thousand years.

Now something has happened. Through their combined power, the CHOSEN 13 have raised the Evil Lord.

TANZRA, now alive, has vowed revenge on you and your people. He has sent forth the CHOSEN to destroy everything.

STAGE 1

This is a very beautiful country covered with rivers and forests. In former times, the people here worked hard at keeping their land healthy.

Not long ago, a bizarre storm struck this country. People seem to have been affected by the rainfall, no longer desiring to live, much less work.

ACT 1

ACT 2

STAGE 2

This country used to be situated on an island. The queen of this island became jealous of the Master's power. Out of spite, the queen gave to the demons a precious gift she had received from the Master.

Angered by this, the Master sank the island deep into the ocean. However, part of this island was turned into a TORTOISE, who now drifts along the sea.

The people of this land used to be very devoted to one another, always thinking of others before themselves.

ACT 1

ACT 2

STAGE 3

MODERO, located on the lower plains of the BENEFIC river, used to be a refined country. Rich in spirit, these people lived in moderation.

One day the demon "GLUTTONY" conquered this land and consumed all the food. Many people passed away due to starvation and were turned into GULES by the demons. The GULES have begun to attack travelers and the people in MODERO.

ACT 1

ACT 2

STAGE 4

This was a small mountain country, famous for its army. Each warrior had a strong sense of justice and was extremely brave.

The demon "FURY" caused the local volcano to erupt and cover the land with lava. The people could no longer grow anything in this country. Soon the armies began to attack neighboring villages and towns. Currently they are at war with FAVORIAN.

ACT 1

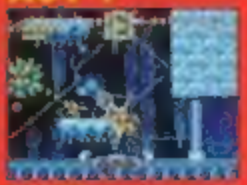
ACT 2

STAGE 5

The people of this land used to be very loyal followers of the Master. The king of Lample City, known in the celestial world as a great believer in the Master, was also a strong leader.

One day the demon "DECEPTION" defeated the king. Soon the people began to lose faith in the Master, forgetting to thank him for what they had received. They began to serve their own desires and interests. Finally, this land was without love and was covered with ice.

ACT 1



ACT 2

STAGE 6

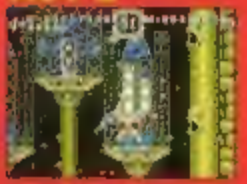
Though GRATIS was not a wealthy land, the people lived happily as long as they avoided luxury. They lived modestly, always remembering to thank the Master.

One day, the new king, Kolunikus, forced the people to start paying high taxes. Those unable to pay were thrown into the dungeon as sacrifices to the roaming demons underground.

The king conspired with the demon "GREED" to exchange people for money.

ACT 1

ACT 2



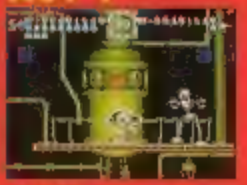
STAGE 7

The people of this country had been living without faith long before the demons came. Ignoring nature, they built miles and miles of factories. Soon the sky became polluted, the air almost unbreathable.

Humbleness was once the creed of this country, but since then the demon "DESTRUCTION" has taken over.

People have become so arrogant, they are constructing a tower to try to reach the Master.

ACT 1



ACT 2

CONTROLLER OPERATION

The basic operation of the controller is described below. For further details, please refer to the individual explanations in the pages to follow.

The functions of these buttons may change depending on which CONTROLLER configuration you choose.

CONTROL PAD UP: Will protect against attacks from above.

X BUTTON: Attack

A BUTTON: Jump

CONTROL PAD LEFT: Walk to left.

B BUTTON: Jump

CONTROL PAD DOWN: Will protect against low attacks.

CONTROL PAD RIGHT: Walk to right.

Y BUTTON: Attack

TO START GAME

There are three choices on the opening screen.

Start: To start a new game.
Password: Continues a former game by inputting a password.
Customize: Changes the difficulty, changes the functions of the controller, changes between STEREO or MONAURAL sound.

MODE DISPLAY

This game consists of 2 different modes, Action and Sky Palace.

Action Mode

Player Count: Number of lives left. When this nomber reaches one and you have been defeated, the game will be over.

High Score: The best score so far.

Player's Hit Points: Condition of player. Once this reaches zero, you will lose one life.

Player Score: Your current score.

Magic Points: Number of times you may use magic. With each use, the Magic Points will decrease.

Time: Amount of time given to complete an area. Once this number reaches zero, you will lose one life.

Enemy's Hit Points: Condition of enemy.

Sky Palace

You may move the Sky Palace wherever you wish on the map by using CONTROL PAD. The following functions are also available by pressing A or B Buttons in certain places.

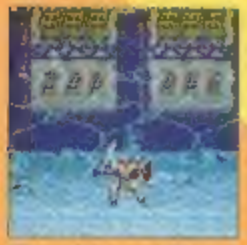
Information: By pressing the button when the Sky Palace is above a town (name will appear in screen panel), the DETECTOR ANGEL will appear and provide you with information about the land and town.

Passage to Action Stage: When you press the button above the area where an action stage exists (name of stage will appear in screen panel), the BATTLE ANGEL will appear and take player into action.

Receive Password: If you press the button when there is no name in the screen panel, the RECORDER ANGEL will appear and provide you with a password. If you input this password the next time you wish to play the game, you will continue from the point where you last received the password.

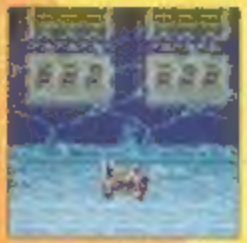
ACTION

DEFEND



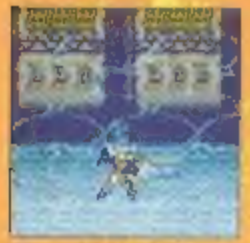
The player will always position his shield out in front.

By pressing up on CONTROL PAD, player can move his shield towards the sky.



By pressing CONTROL PAD down, player can move his shield towards the ground.

ATTACK

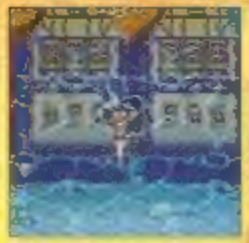


The player will attack with his sword by pressing X or Y BUTTON.

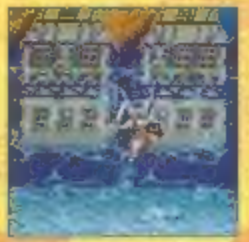
The player can attack the area above him by pressing up on CONTROL PAD and pressing X or Y BUTTON.

The player can attack the area below him by pressing down on CONTROL PAD and pressing X or Y BUTTON.

JUMP



The player will jump by pressing A or B BUTTON.



If you press A or B BUTTON twice, the player will hop and then jump enabling him to jump higher.

If you press A or B BUTTON twice and press up on CONTROL PAD, the player will land slowly.

If you press A or B BUTTON twice and press down on CONTROL PAD, the player will land quickly.

If you press A or B BUTTON, down on CONTROL PAD and press X or Y BUTTON while in midair, the player will thrust his sword beneath him.

If you press A or B BUTTON and X or Y BUTTON, the player will jump and swing at he same time.

MAGIC

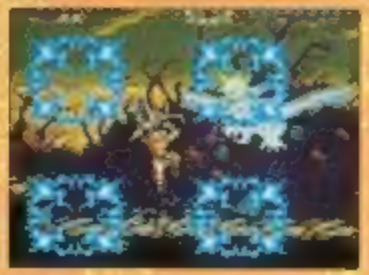
To use magic, you must hold down X or Y BUTTON until the player turns red. You may use 7 different types of magic described below.

Fire Breath

Used from a standing position only.

Spark Element

Used while jumping only.

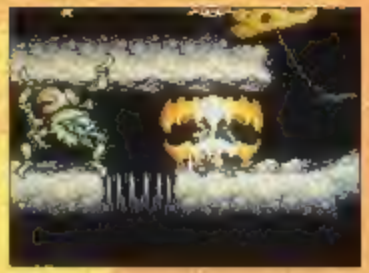


Raging Bomb

Used while pressing up on CONTROL PAD only.

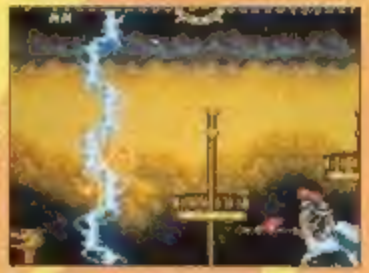
Earth Force

Used while pressing down on CONTROL PAD only.



Thunder Bolt

Used while in midair only.

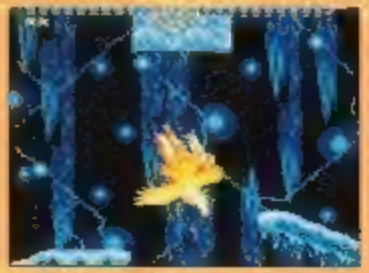


Aura Shoot

Used while gliding in midair only.

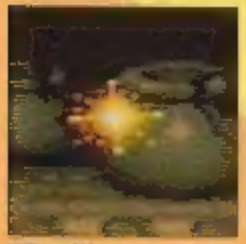
Phoenix

Used when making a quick landing only.

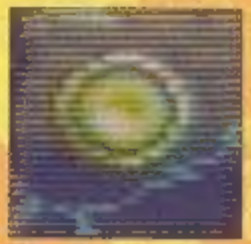


ITEMS

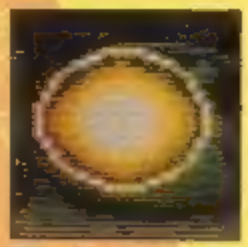
You may find one of the items listed below either in a statue or after defeating an enemy in the Action Stages.



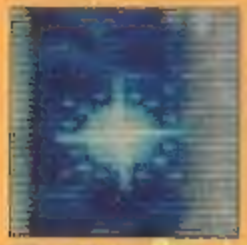
HP will recover by 2 points.



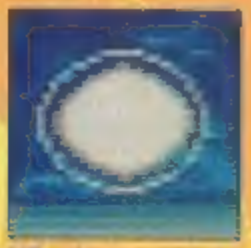
HP will recover by 4 points.



HP will recover by 10 points.



MP will recover by 1 points.



MP will recover by 3 points.

You will receive one additional player.

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2. Notify the Enix Consumer Service Department of the problem requiring warranty service by calling:
[redacted]
Our Consumer Service Department is in operation from 10:00 A.M. to 5:00 P.M., Pacific Time, Monday through Friday.

3. If the Enix Service Representative is unable to solve the problem by phone, he will provide you with a return authorization number. Simply record this number on the outside packaging of your defective PAK AND RETURN YOUR GAME PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:
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